

Participatory Design Workshop

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Participatory Design

Actively involve all stakeholders (e.g. patients, community partners, practitioners) from start to finish.

Surface the social context and values that lie within individuals, groups, and societies.

Ensure the end result meets the stakeholders' needs.

Case Study 1: Co-designing a Smartphone to Help Homeless Youths Safe

Co-design workshops with

- Homeless youths (n=12)
- Police officers (n=2)
- Service providers (n=2)

Groups designed low-fidelity smartphone using craft materials.

Daisy Yoo et al. 2013. A Value Sensitive Action-Reflection Model: Evolving a Co-Design Space with Stakeholder and Designer Prompts. CHI 2013, ACM.

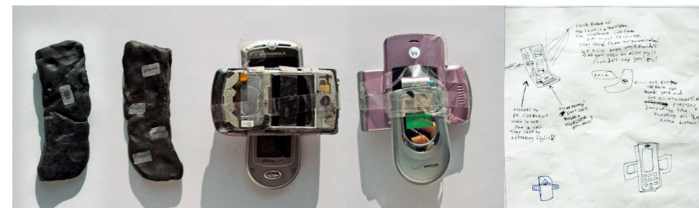


Figure 3. Brittany Futureproof (Homeless Young People).

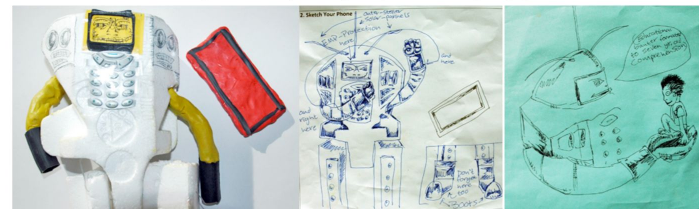


Figure 4. Failed Delusions (Homeless Young People).



Figure 5. Hassle Free (Homeless Young People).



Figure 6. INDESTRUCTIBLE (Police Officers).

Case Study 2:

Spaceship Launch

- Evaluated a web-based collaborative exercise game
- Initial interviews: families wanted more competition
- Helped us identify that competition was desired because interactions from competition can make families more connected.

Case Study 3:

Community First Elswick

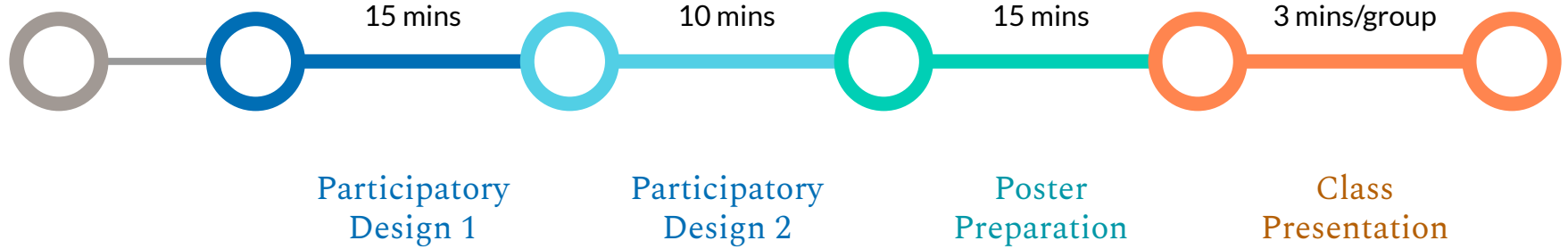
- The most deprived ward in Newcastle upon Tyne, United Kingdom
- Researchers, community members, and comic book artists collaborated to design a booklet for communicating their health initiatives
- communityfirstelswick.wordpress.com

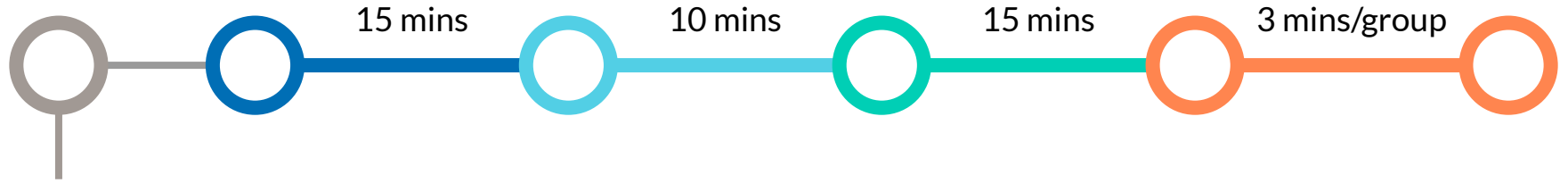
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Design paper prototypes to
improve a family fitness app

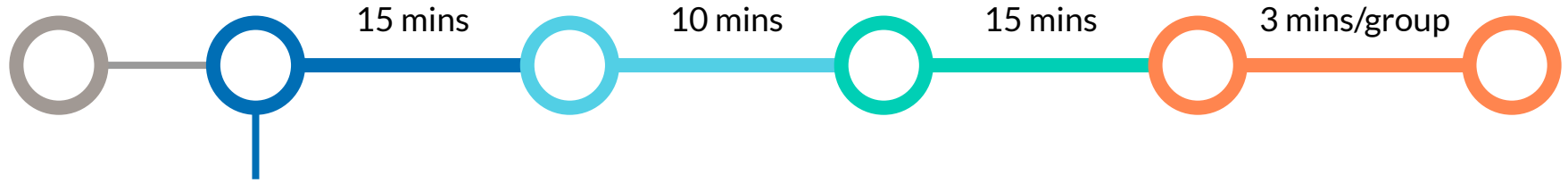
Participatory Workshop Plan





Before you start

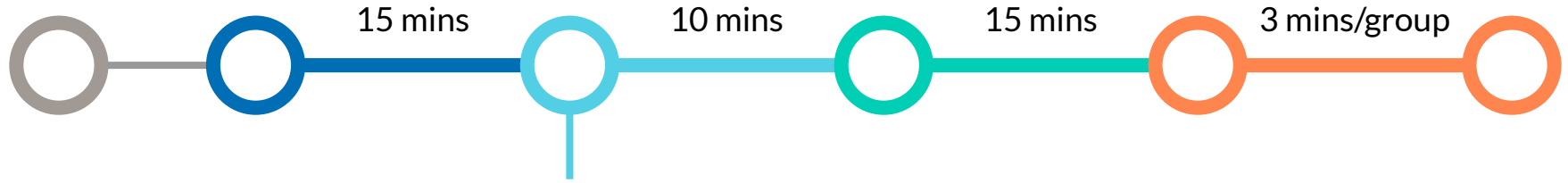
- Make a group of 3
- Each group member: pick ONE role card from the [Roles envelope](#)
- You will play this role throughout the workshop



Stakeholder Prompt (15 mins)

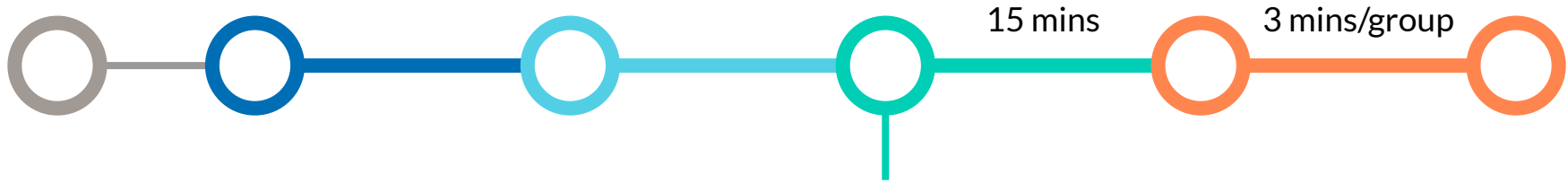
- Pick ONE Stakeholder Prompt
- Each group member: brainstorm 2 ideas for redesigning an app to address the prompt
- Then, choose the top 3 ideas
- Use post-it notes, paper, felt pens, etc.

No right/wrong design



Envisioning Prompt (10 mins)

- Get one envisioning prompt card.
 - Revise your ideas to address the prompt
 - Use paper, felt pens, etc.
- No right/wrong design**



Prepare Poster (15 mins)

The poster should succinctly answer these questions:

1. **Problem**

Why is this a critical problem to address?

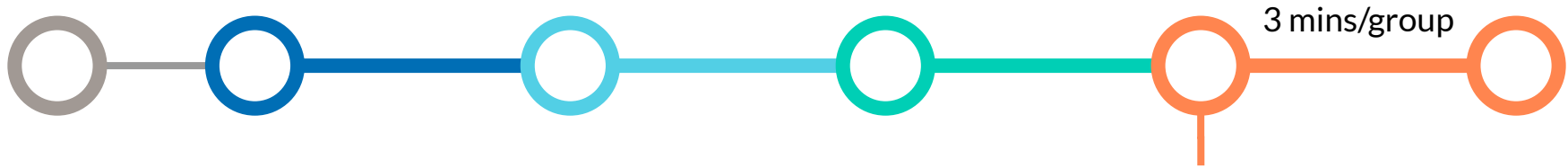
2. **Proposed design**

How do the revised ideas work?

3. **Potential impact**

How do your ideas address the problem, considering the various levels of influence on health discussed this semester?

* This structure was adapted from RISE Poster guidelines



Group Presentation

- Explain your revised designs using the structure in your poster
- 3 min presentation
- 2 min clarification questions